NES-HG-USA

CLIFFHANGER

INSTRUCTION BOOKLET

SONY

IMAGESOFT

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM®. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY:

Nintendo®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

© 1991 NINTENDO OF AMERICA INC.

SONY

IMAGESOFT

SONY IMAGESOFT
2100 COLORADO AVENUE
SANTA MONICA, CA 90404
FOR QUESTIONS OR COMMENTS ABOUT THIS OR OTHER SONY IMAGESOFT PRODUCTS CALL (310) 449-2593.

THE WORD FOR ADVENTURE

It's what we say when we're talking about a close call . . . the definition of suspense . . . the word for adventure . . . .

IT'S CLIFFHANGER!

Based on the bare-knuckle, big-action blockbuster adventure hit starring Sylvester Stallone, *CLIFFHANGER* brings to your NES the treacherous cliffs and icy rock faces . . . the dizzying heights and deadly avalanches . . . the crazed villains and non-stop combat action of the film. You are Gabe Walker, Rocky Mountain rescue ace, now facing the most grueling operation of your life—saving your friends and defeating the megalomaniac Qualen and his gang of high-altitude bad guys.

HANDLING THIS CARTRIDGE

This Game Pak is intended exclusively for the Nintendo Entertainment System®.

This is a high-precision game. Never hit or drop it. Do not take it apart.

Do not bend it, crush it or submerge in liquids.

Do not clean with benzene, paint thinner, alcohol or other such solvents.

Do not leave in direct sunlight or near a radiator or other source of heat.

Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.

Be sure to take an occasional recess during extended play to rest yourself and the NES Game Pak.

CONTENTS

Starting Up ..... Page 4

Names of Controller Parts ..... Page 5

Game Controls ..... Page 6

Special Pick-Ups ..... Page 9

Picking Up and Using Weapons ..... Page 10

Main Game Screen ..... Page 12

'Round the Old Campfire ..... Page 13

Levels in the Game ..... Page 14

STARTING UP

— ON A NEW NES —

1. Turn off your NES and plug a game controller into your system.

2. Make sure the power switch is OFF. Then insert the *CLIFFHANGER* Game Pak, label facing front, into the system slot.

3. Turn on the system. The Sony logo and *CLIFFHANGER* Title Screen will appear in sequence. Immediately following the Title Screen will be a short Introduction sequence leading directly into the game and actual play.

4. If the Title screen doesn't appear, turn the system OFF and make sure your system is set up correctly and the Game Pak properly inserted. Then turn the system on again.

— ON AN OLD NES —

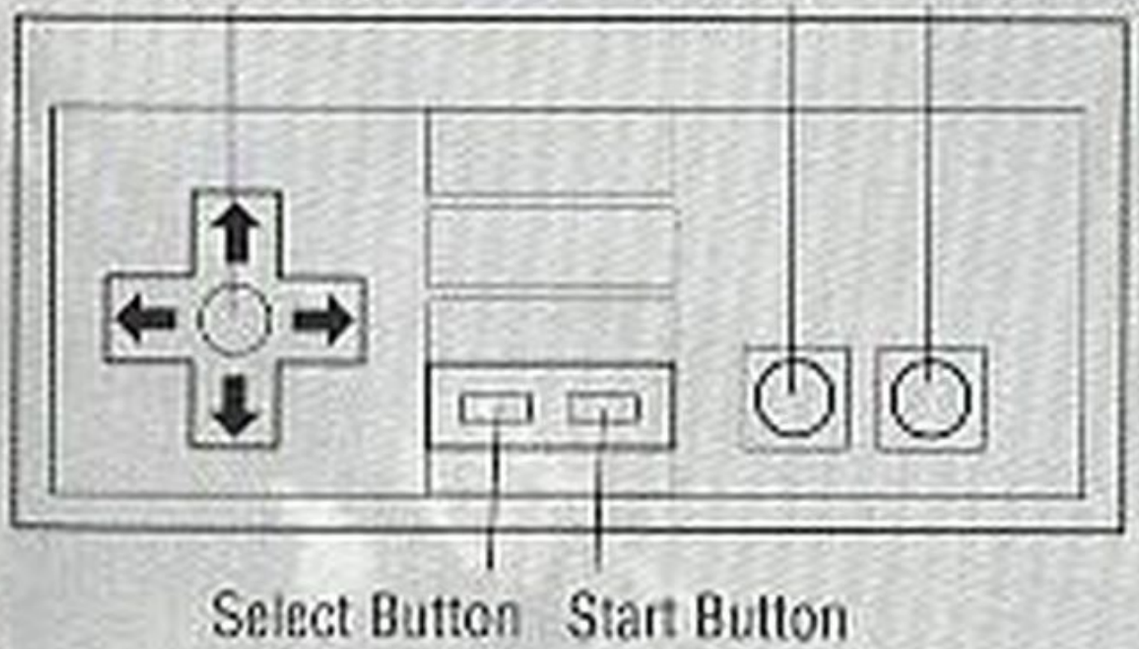
1. Make sure that your Nintendo Entertainment System is turned off.

2. Insert the *CLIFFHANGER* Game Pak into the system.

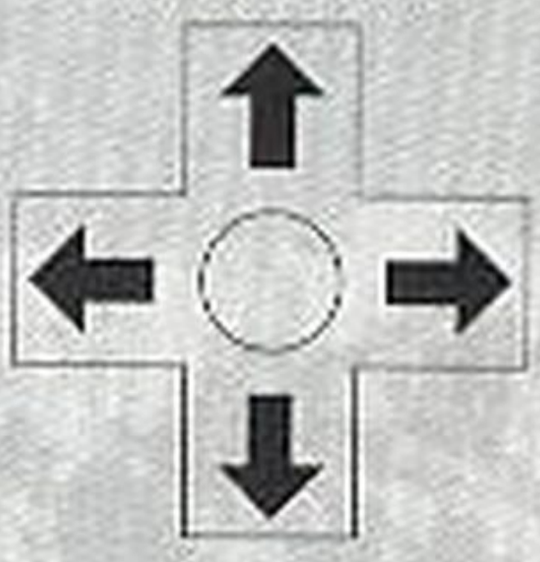
3. Press the POWER button on the front of the system — The Sony Imagesoft logo and *CLIFFHANGER* Title Screen will appear in sequence. Immediately following the Title Screen will be a short Introduction sequence leading directly into the game and actual play.

IMPORTANT: Always make sure the power switch is turned OFF before inserting or removing a Game Pak.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GAME CONTROLS

TO START THE GAME:

At the Game Title Screen, press the START Button.

TO PAUSE THE GAME:

Press the START Button anytime during the game to Pause. Press the START Button again to resume play.

TO CONTINUE AFTER LOSING ALL YOUR LIVES:

Press the START Button to resume play when you're at the Continue Screen.

TO WALK:

Use the Control Pad to walk LEFT or RIGHT.

TO RUN:

Press diagonally UP and LEFT or diagonally UP and RIGHT to run left or right.

TO CROUCH:

Press Control Pad DOWN.

TO JUMP:

Press A Button.

TO EXECUTE A FLYING LEAP:

Press the A Button to jump while you are running in either direction.

TO PUNCH:

Press B Button.

TO KICK:

Press B Button and Control Pad UP at the same time.

TO EXECUTE A FLYING LEAP:

Press the A Button to jump while you are running in either direction.

TO CLIMB OR DESCEND LADDERS:

Position Gabe in front of the ladder and press UP on the Control Pad to climb up. Press Control Pad DOWN to descend the ladder. You can press A Button to jump off the ladder at any time.

TO ROPE-CLIMB OVER CHASMS:

Press A Button while standing underneath a rope to jump up and grab it. Press Control Pad LEFT or RIGHT to swing in either direction.

SPECIAL PICK-UPS

You can pick up and use lots of items Gabe finds along the way. To pick up any item, just touch it or walk over it. These are the pick-ups Gabe can use:

SPIKED BOOTS

The spiked boots allow you to run in the snow.

CLIMBING GLOVES

The climbing gloves let Gabe ascend the frozen waterfall.

TRACKING DEVICE

Only found in level 2. Find the tracking device and gain an extra life and extra money!

Note: Once you have picked up the Spiked Boots and Climbing Gloves, Gabe will retain these items for the duration of the game, even if you pick up other items.

PICKING UP AND USING WEAPONS

You're a pretty rugged guy, but you're still going to need some weapons to survive. So be sure to take advantage of whatever comes your way.

Like other items, Gabe can pick up weapons by touching them or walking over them.

To use any of the following weapons against your enemies, Press B Button.

KNIFE

Gabe can pick up a knife and throw it at his enemies. Each pick-up gives you one knife.

GUN

Gabe can shoot his enemies using the gun. Each gun has a total of six shots. If Gabe already has a gun and picks up another, he gets the total number of shot from both guns.

DYNAMITE

Gabe can throw the exploding dynamite at his enemies. Each pickup gives you one stick.

ROCK

Gabe can also throw rocks at his enemies. Each pick up gives you two rocks.

MAIN GAME SCREEN

1. LIVES REMAINING

This shows how many lives you currently have left in the game. You have three lives and three continues per game.

2. MONEY TOTAL

This show the amount of money Gabe has collected thus far. If you lose all your lives, you will also lose all the loot.

3. LIFE METER

This shows how much energy you have left in your current life. Make sure you keep moving, or Gabe will get cold and lose precious energy.

4. WEAPON INDICATOR

This shows which weapon Gabe is currently holding.

'ROUND THE OLD CAMPFIRE

Look for campfires like this one along the way for survival. You can replenish your energy by warming yourself at a campfire. But it'll cost you. Warm yourself by burning money you've collected along the way...so the lower your Life Meter is, the more money you'll have to torch to to get warm.

LEVELS IN THE GAME

Here are the basics of what you'll find—and who or what you'll face in each level of *CLIFFHANGER*.

LEVEL 1

You and your buddy Hal go in search of a stranded party of hikers. You'll have to negotiate the dangerous mountain terrain while fighting off the elements. Watch out for rabid wolves!

Level 1 Boss:

A tall canyon that Gabe must climb while dodging falling boulders.

LEVEL 2

You and your friend Hal fall into the clutches of Qualen, the psycho leader of a band of crazed fugitives. They're looking for three metal cases that were lost in a plane wreck—together, the cases hold $100 million in cold cash—and Qualen positively insists that you help in the search. Luckily, you manage to escape, and you set out in search of the money in an effort to ransom Hal and save his life.

You must cross a forbidding mountain landscape and fight off a variety of enemies.

Level 2 Boss:

Heldon. A big, tough guy, whom you must conquer in order to find shelter and valuable equipment in Douglas Cabin.

LEVEL 3

Pursued by Qualen's vicious henchmen, you must climb higher into the snowy forests and icy slopes of the Rockies. Almost freezing to death, you'll need to pull off some pretty tricky climbing maneuvers while fighting enemies all the way.

Level 3 Boss:

Ryan, a boulder-throwing thug.

LEVEL 4

You'll have to make your way through a hidden crevice to avoid Qualen's watchful eye. Once you make it into the cave you'll have to dodge falling icicles, avoid venomous bats and watch out for bottomless pits.

Level 4 Boss:

Kynette...and a bomb! If you don't defeat Kynette in a timely fashion...KABOOM!

LEVEL 5

After successfully defeating Kynette and avoiding the bomb, you must make your way along a treacherous river in search of Qualen. You'll have to negotiate the icy terrain while fighting off Qualen's evil henchmen. In order to complete the level, you must make your way up a frozen waterfall.

Level 5 Boss:

The icy waterfall.

LEVEL 6

You've found all the money now, but Qualen's helicopter has found you. Even if you manage to defeat the chopper, you still have to face Qualen on the Bitker ladder.

Level 6 Boss:

Qualen himself!

SONY IMAGESOFT WARRANTY

Sony Imagesoft warrants to the original purchaser of this Sony Imagesoft product that this Game Pak is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Sony Imagesoft product is sold "as is," without expressed or implied warranty of any kind, and Sony Imagesoft is not liable for any losses or damages of any kind resulting from the use of this product. Sony Imagesoft agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Sony Imagesoft product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Sony Imagesoft product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SONY IMAGESOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SONY IMAGESOFT BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SONY IMAGESOFT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SONY IMAGESOFT, 2100 Colorado Avenue, Third Floor, Santa Monica, CA 90404
For questions or comments about this or other Sony Imagesoft products
call (310) 449-2393.

Please Return!

NH12

SONY

IMAGESOFT

Sony Imagesoft, 2100 Colorado Avenue, Third Floor, Santa Monica, CA 90404

Printed in Japan